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OUT OF THE ARCHIVES NO. 19

The Peerisitis Questionnaire here presented is a departure from our normal "Out of the Archives" fare, but I think the explanation below by Larry Peery adequately expresses its importance. It was felt that Hoosier Archives would be a good medium to present it to all GM/Publishers since we trade with all of you. We sincerely hope for your full cooperation.

To all Gamesmasters-Publishers
From Larry Peery, TTT Publications
816 24th Street
San Diego, California 92102

1. Enclosed with this copy of Hoosier Archives you will find a copy of the PEERISITIS QUESTIONNAIRE which has been, or will be, distributed to the players of PEERIGOGIC III, PEERIPHOBIA II, PEERISITIS, involving the players of 1971 M, N, O, AV, AW, AX, EL, EM, EN, LO, BP, Q, and BR. The same survey will be sent to the players of PEERYARA, 1971 EG, and the players in the new seven-game series to be carried in PEERIMANIA II. Thus, the players in some 21 regular games of all types will receive the Questionnaire.

2. The Questionnaire is a part of my psychological-sociological study of the mental attitudes of Diplomacy, especially new players. Since most of the players are relative novices, their initial responses will be compared with the answers they give at the end of the series in which they are now playing.

3. Thus, hopefully, a great amount of valuable raw material will be made available for the study of the background of Diplomacy players, their perception of the game, and their perception of other players. All of this material will be analyzed, in due course, and the results will be published in PEERISITIS.

4. Other gamesmasters who wish copies of the information gathered in its raw form may request it as it becomes available.

5. Other publishers-gamesmasters willing to distribute copies of this Questionnaire to their players for my use in this project should contact me at once. I would much appreciate it if I could get an even larger cross-section of players' responses.

6. The particular responses of any individual will be kept strictly confidential, of course.

7. Your cooperation is requested in this project by filling out the enclosed form and returning it to me or by sending in your answers on blank sheets of paper with the questions numbered as they are on the form. You may, if you wish, keep the form or I will be happy to provide a duplicate for your records. If you are willing, and able, I would again very much appreciate it if you would arrange to distribute copies of this form among your players. I will be happy to provide such forms or a sample copy for you to duplicate.

8. The responses of publishers-gamesmasters, who constitute the largest bloc of experienced and informed players, will provide a valuable control device for comparison with the responses of the new players. Such a control is of vital importance to properly assess the responses of the new players.

9. Thus, if the maximum amount of information is to be gained from this project, I need your responses and your cooperation. I think the scope of the project and the obvious benefits to the general body of knowledge of Diplomacy material will encourage all of you to return these forms to me promptly.

PEERISITIS QUESTIONNAIRE

I. HOW DO YOU PERCEIVE YOURSELF?

1. Name: CONRAD FRIESNER VON METZKE
2. Age? 27
3. Date & place of birth: 2/2/44 - SAN FRANCISCO
4. Where did you grow up? S.F./L.A.
5. Level of school completed: 3d yr. COLLEGE
6. Where: SAN DIEGO
7. When: (current)
8. Degree(s): ---
9. Veteran: ---
10. Which Service: ---
11. Highest rank: ---
12. Occupation now: STUDENT / POSTAL CLERK
13. Married: YES
14. Children: NO
15. Do you consider yourself to be mainly an EXTROVERT or an INTROVERT? (Circle one)
16. Are you more interested in PEOPLE, THINGS, or IDEAS? (Circle one)
17. Do you consider yourself a (LIBERAL) MODERATE, or CONSERVATIVE in relation to your peers on most controversial questions? (Circle one)
18. In a given crisis situation, such as a robbery or military conflict, would you be more like to STAND AND FIGHT or to (FLEE)? (Circle one)
19. If you had a 50/50 chance of being hurt? STAND AND FIGHT (FLEE) (Circle one)
20. If you had a 50/50 chance of winning? STAND AND FIGHT (FLEE) (Circle one)
21. Would you prefer to take an immediate (SMALLER) gain or a long-term GREATER reward? (Circle one)
22. In a given situation, would you sacrifice principle for material gain? YES NO sometimes
23. Who do you admire more: the PERSON OF SKILL or the PERSON OF PRINCIPLE?
24. Do you have a set of ethics for yourself? YES NO (marginally)
25. Briefly summarize them. Principally, All men are good and deserving of trust and consideration UNLESS and unless they disprove their belief.

II. HOW DO YOU PERCEIVE THE OTHER PLAYERS?

1. Which of the players in this series have you have pervious contact with? Ben & know who they are
2. How? ---
3. What were your impressions of them then? ---
4. Have your impressions changed since then? ---
5. How? ---
6. Would you be most likely to judge a player by: A. his press releases --- E. his correspondence with you X C. your face to face meetings --- D. his moves --- E. opinions from other players or friends ---
7. List five players you've heard of, though not necessarily played Diplomacy with, who you think are among the best. (rank in order from one to five, one being most important) Rich Brooks - Dan Carrow - Jack Root - Andrew Phillips
8. How did you choose them? These are
9. List five top players you played with at sometime. all of them (literally) except Redman
10. How did you pick them? I didn't; they just happened to be in the zone.
11. How did you eliminate those you didn't pick?
12. Describe your concept of the ideal Diplomacy player.
13. How do you fit this concept?
14. How do you not fit this concept?
15. List an ideal game of seven players with the country you would have each of them play (eg. Smythe--Italy, McCallum--Germany, etc.)
16. What do you feel is the greatest single strength of most Diplomacy players?
17. What is the greatest single weakness of most Diplomacy players?
18. What is your greatest single strength?
19. What is your greatest single weakness?

III. HOW DO YOU PERCEIVE THE GAME OF DIPLOMACY?

1. When and by whom were you introduced to postal Diplomacy?
2. When and where were you introduced to face to face Diplomacy?
3. By whom?
4. In which magazines have you played postal Diplomacy?
5. Which countries have you played?
6. How many games have you played in?
7. How many have you completed?
8. Have you won any yet?
9. Which game did you (are you) most enjoy?

10. Why?
11. What do you perceive the role of the gamesmaster to be?
12. What do you think of the rules of Diplomacy as published with the game?
13. What do you think of strict interpretation of the Calhamer rulebook?
14. What do you think of the TTT houserules?
15. In your opinion, which magazine has the best houserules?
16. Why?
17. What changes would you suggest in the rulebook if it is revised?
18. What is your opinion of variant type games?
19. Have you ever played in one?
20. Which?
21. Did you enjoy it?
22. Have you played Avalon-Hill games?
23. Which ones?
24. What is your opinion of them?
25. Do you personally prefer them more or less than Diplomacy?
26. Why?
27. Are you a member of The Diplomacy Association?
28. Why?
29. What is its function in your opinion?
30. Are you a member of the NFFFGEDD?
31. Why?
32. What is its function in your opinion?
33. What is your opinion of player rating systems?
34. Are they important to you?
35. Do you feel they are accurate?
36. Which is the best of those you have seen?
37. In your own words, can you define the following: A. Miller's Rule B. Boardman's Rule C. Koning's Rule
38. Why do you play Diplomacy?
39. Do you prefer face to face or postal Diplomacy games?
40. Why?
41. List in the order in which you prefer to play them the seven powers in regular Diplomacy.
42. List in order the seven powers in which you think they are strongest (list the most powerful first, the weakest last).
43. How did you arrive at these lists?
44. How do you choose whom you attack first in a game?
45. Whom do you usually ally with, someone stronger than you, or someone weaker?
46. Who is reliable and how do you decide?
47. How is another player to judge your ability most fairly, in your opinion?
48. Would you first attack a power stronger than you, or a weaker power?
49. If attacking a stronger power, would you seek allies?
50. If attacking a weaker power, would you seek allies?
51. Given a choice between attacking an ally and possibly winning a game, and not attacking him and finishing second or worse, which would you choose?
52. If you thought an ally were going to doublecross you, would you wait until he did so, or attack him at once if you could?
53. Would you encourage your enemies to attack your allies to keep your allies from growing larger than you?
54. Would you ally with a former enemy to keep an ally from winning if he had not attacked you?
55. Would you support a weaker ally in position at the risk of his supply centers being lost to an enemy or seek to capture them for yourself, in spite of his wishes?
56. Would you deliberately lie to another player about a third person in the game in trying to gain an alliance with someone?
57. Would you use press releases to deceive another player?
58. Would you first defend your own supply centers or attack an enemies?
59. Would you lie to the gamesmaster if you missed a crucial move through your error and thought he might accept a late move?

60. What is your opinion of press releases?
61. Would you stick to an alliance even if it damaged your chances of winning the game if your ally had been loyal?
62. What is an ally?
63. What is an enemy?
64. If someone in a new game with you had doublecrossed you in a previous game, would you probably try to destroy him in this game?
65. Would you rather win an easy victory or lose in a long, hard-fought game?
66. What is the most important thing you think most players forget about during a game?

ARCHIVES LISTING

Due to its present large size, the archives listing will only appear infrequently or when substantial additions have been added to the archives. In fact, due to the many acquisitions acquired at DLPCCN IV, it is projected that the archives listing will now only be published quarterly ((hallelujah! but I don't believe it!! C.)) since the archives is virtually complete in at least xerox form back to 1966. Possible additions now contemplated may cause a couple more listings to be published before the end of the year, however. ((Glurp.)) Also, the above doesn't change the fact that I'm still looking for many post-1966 originals or spares to the 'zines now assembled so that they can be made available to others.

TRADING LIST ADDENDUM NO. 2

The following names and addresses should be added to the "Archives Trading List" in Hoosier Archives #26 and as ammended in Hoosier Archives #30. Again, if there are any other editors currently publishing Diplomacy material, Hoosier Archives would like to be informed of their existence.

- *48. Herb Barents, 157 State Street, Zeeland, Michigan 49464
- 49. Bob Frame, 81 Samoset Avenue, North Haven, Conn. 06473
- 50. Michel Liesnard, Avenue E. de Meersman 43, B-1080 Bruxelles, Belgique
- 51. Mehran Thomson, Jr., 3612 E. Huron R. Drive, Ann Arbor, Mich. 48104
- *52. Peter Weber, 3472 E. Sharon Drive, Phoenix, Ariz. 85032
- 53. Charles Welsh, Box 3197, Brown University, Providence, R.I. 02912

*The publication of these editors' 'zines is imminent, and the first issues may even be out although I have not seen them as yet. Trading agreements have already been negotiated, however. Also, note that the address of Cary Jones is now: PO Box 2172, Memphis, Tenn. 38102.

ANNOUNCEMENTS

Arnold Vagts, Jr., PO Box 5817, Sherman Oaks, Calif. 91413, one of the ringleaders of Los Angeles' most active FTF Diplomacy groups, asks that the following announcement be made: "The 1971-2 California Open Gaming Tourney will be held at SFV State College on Saturday, October 9, 1971. Most all intellectual games allowed. For entry blanks, contact Tourney Director Miss Lorry White, 9500 Zelzah Avenue, Northridge, Calif. 91324." Arn also poses the following interesting problem: "What is the absolute minimum number of units and supply centers required by the rules to win?" Any takers?!

COMING ATTRACTIONS

Original strategy & tactics articles are coming in fast and heavy. In future issues, some articles by Rick Brooks will be featured. They will include, "Diplomacy as I See It--The Mythology of Diplomacy." Part One is entitled "Chance" and Part Two is called "The Kating Systems." Don't miss them. They step on quite a few sacred cows, including my own! Also, Arn Vagts has written two very original articles, "Tactical Considerations in Locked-Up Positions" and "You Have a Locked-Up Position, So Now What?" Stay tuned to Hoosier Archives!